

User interface - software

- limited input: keypad size only 10 numbers and *, #
- limited output: LCD (16 characters x 2 lines)
- multiple input modes: numerical entry required sometimes – can't have number keys triggering options when user is trying to enter numerical input
- Factory mode requires separate sub-menu to hide from user
- consistency: OK/Cancel keys should be unchanged throughout
- reusability: using numbers in serial means they can be used in keypad
- logical menu structure, all options visible on the LCD (or spoken) without needing reference to user manual
- accessibility: minimise key presses to perform common tasks

User interface – menu structure

- This is our projected menu structure: note the following
 - Maximum options per screen, where possible
 - Consistent OK / Cancel behavior
 - Factory mode requires confirmation to enter

User interface - hardware

- Repeat button enables speaker to read out last command again – will require interrupt access. This is useful if user wasn't paying attention and didn't hear menu options, or needs to hear them again to comprehend fully.
- Braille stickers for keypad to enable blind user to operate
- Enclosure design has easy access for LCD and keypad.